

L Number	Hits	Search Text	DB	Time stamp
1	7872	463/\$.ccls.	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:00
2	2861	simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:26
3	29	463/\$.ccls. and (simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:02
4	2674783	(aggregat\$3 or integrat\$3 or unit)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:23
5	1796	((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integrat\$3 or unit)))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:18
6	18	463/\$.ccls. and ((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integrat\$3 or unit)))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:21
7	11505	video adj game\$1	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:21
8	1056	(video adj game\$1) and impact	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:22
9	6	((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integrat\$3 or unit)) and ((video adj game\$1) and impact))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:22
10	361364	(aggregat\$3 or integration)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:24
11	499	((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integration)))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:24
12	3	((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integration)) and ((video adj game\$1) and impact))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:56
13	2192	463/\$.ccls. and (video adj game\$1)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:56
14	216	(463/\$.ccls. and (video adj game\$1)) and pool	USPAT; US-PGPUB; EPO; JPO	2004/04/06 15:56
15	4	((463/\$.ccls. and (video adj game\$1)) and pool) and ((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integrat\$3 or unit)))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:25
16	1406	pool same game	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:25
17	50	pool same game same software	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:25
18	0	(pool same game same software) and (simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:26
19	6120	(simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27
20	0	(pool same game same software) and ((simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3))	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:26
21	6588	(simulat\$3 or animat\$3) near8 (break\$3 or split\$4 or separat\$3 or disintegrat\$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:30
22	0	((simulat\$3 or animat\$3) near8 (break\$3 or split\$4 or separat\$3 or disintegrat\$3)) and (pool same game same software)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27

23	23481	(simulat\$3 or animat\$3) same (break\$3 or split\$4 or separat\$3 or disintegrat\$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27
24	5	((simulat\$3 or animat\$3) same (break\$3 or split\$4 or separat\$3 or disintegrat\$3)) and (pool same game same software)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27
25	1083	(simulat\$3 or animat\$3) near (break\$3 or split\$4 or separat\$3 or disintegrat\$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:30
26	501	(simulat\$3 or animat\$3) adj (break\$3 or split\$4 or separat\$3 or disintegrat\$3)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:30
27	300	((simulat\$3 or animat\$3) adj (break\$3 or split\$4 or separat\$3 or disintegrat\$3)) and data	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:37
28	36	((simulat\$3 or animat\$3) adj (break\$3 or split\$4 or separat\$3 or disintegrat\$3)) and (image adj data)	USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:37